

# Vision Document

*Project: Illuminati Game*

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## Revision History

Date	Version	Description	Author
5/30/19	<1.0>	General outline and rules of the game	Anshul, Kishan, Michell, Yosselin
6/04/19	<1.1>	Updates to sections 3.2, 3.8, 5	Anshul, Kishan, Michell, Yosselin

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# 1 Introduction

## ***1.1 Purpose***

The purpose of this document is to outline and analyze the production and features of a virtual version of Illuminati: The Game of Conspiracy. It details specificities of the application that are relevant to the stakeholders and the users, as well as supporting explanations for the approaches taken on this project. Important virtual components providing capabilities to play the game are listed in the product features.

## ***1.2 Scope***

This Vision Document pertains to the virtual version of Illuminati, which will be developed by our team. We will develop the virtual Illuminati game to work on a console application using the Java language. Easier accessibility of the game on a computer will allow more people to play the game with different players online. Additionally, automatic settings of specific game rules will provide users more understanding when playing the game.

## ***1.3 Definitions, Acronyms, and Abbreviations***

None

## ***1.4 References***

- 1 Vision Document Outline. IBM Rational
- 2 Vision Document Example. Professor Anthony Giacalone
- 3 Illuminati Game Rules. Professor Anthony Giacalone
- 4 Illuminati Game Cards and Pieces. Professor Anthony Giacalone
- 5 Market research: <http://webappsucccess.com/market-research.html>
- 6 Steve Jackson Games: <http://www.sjgames.com/>

## ***1.5 Overview***

This Vision Document contains a general outline of a virtual Illuminati game application. It discusses why creating an online version is practical for the stakeholders and users of the application, and who these stakeholders and users are. Features to be expected from the product are listed, and the capabilities these features allow are briefly described. Constraints and requirements associated with the entirety of the project are also detailed.

## 2 Positioning

### 2.1 Business Opportunity

The game Illuminati was last released in 1995, available on a much lower scale. Access to buy and play the game is limited, and the vast amount of game rules make it complicated for those who do have access. Taking the game to an online platform will increase the access of the game worldwide for people. Web hosts are very affordable now, leading the flow of the people who want to play towards this product. Having online visual tutorials for the game will help new users understand the rules more effectively.

### 2.2 Problem Statement

<b>The problem of</b>	difficult access to the physical game and complicated game rules
<b>affects</b>	people worldwide that can't get access to the physical game, and users who have trouble following the rules of the game
<b>the impact of which is</b>	declining play and popularity of the game.
<b>A successful solution would be</b>	a desktop version of the game that comes with a simple tutorial on understanding the rules of the game and how to play. This would allow worldwide access so anyone with a computer at anytime can play the game. People can also get a better understanding by playing against computer players.

### 2.3 Product Position Statement

<b>For</b>	all Illuminati game lovers and general gamers across the globe
<b>who</b>	want to play Illuminati and don't have access to a physical version, and/or have trouble

	understanding the game.
<b>The virtual Illuminati game</b>	is a desktop application
<b>that</b>	provides the ability to understand and play more effectively with others.
<b>Unlike</b>	the limited copies of the physical version of the game that have a long and lengthy rule book
<b>our product</b>	allows global access through virtual means on a desktop, and will make it easier to understand and learn the game. This low learning curve will be achieved with a simplified tutorial of the game rules.

## 3 Stakeholder and User Descriptions

### 3.1 Market Demographics

In a real life scenario, the market demographics for a desktop application would typically include teens. Since our team is creating a virtual version of a game that was marketed in the 1980s, the market demographics could expand to include a more diverse audience in age. The estimated size of the desktop applications market in monetary terms is worth about \$3 billion or potential customer base is about 2 million people. Since, we are just designing a school project, the market demographics might not matter in this case.

### 3.2 Stakeholder Summary

Name	Description	Responsibilities
Requirements Engineer	This stakeholder provides requirements for the virtual version of Illuminati.	Defines requirements for project and tests the final product.
Project Team	This stakeholder is the primary lead in the development of the virtual version of Illuminati.	Responsible for overall plan, design and implementation of virtual version of Illuminati.
Reviewer	This stakeholder provides feedback on progress of the development of the project.	Provides assistance for project team questions. Reviews documents and gives feedback for improvements.
Programmer	This stakeholder is the primary lead in the implementation of the game logic.	Responsible for creating a program that implements the game logic.
Unit Tester	This stakeholder is in charge of testing the output of the program.	Responsible for testing individual components of the program

### 3.3 User Summary

Name	Description	Responsibilities	Stakeholder
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Gamers around the world	Primary end user of application	Uses application to experience and play a virtual version of Illuminati	Self
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### **3.4 User Environment**

1. The virtual version of Illuminati will be played by people all around the world, regardless of age, as long as they have access to it.
2. The recommended environment to play the virtual version of Illuminati is similar to the original:
  - a. 4 players minimum
  - b. Available time: ~ 30 minutes to 1 hour
  - c. Somewhere comfortable with access to Internet (i.e. at home, in a hotel)
  - d. Platform to play the game on
3. The application should be easily usable by any person using/playing
4. The application should be able to perform the same tasks for everyone

### **3.5 Stakeholder Profiles**

#### **Gamers Around the World**

<b>Description</b>	Any person who plays our virtual version of Illuminati
<b>Type</b>	This is a person who is familiar with how games work, whether it be board, console, PC or mobile games.
<b>Responsibilities</b>	Uses the application to get familiar with or play Illuminati: The Game of Conspiracy as a virtual version.
<b>Success Criteria</b>	The success of the application is determined by the people who continue to play the game.
<b>Involvement</b>	None
<b>Deliverables</b>	None
<b>Comments/Issues</b>	None

### **3.6 User Profiles**

See Previous Section

### ***3.7 Key Stakeholder of User Needs***

Need	Priority	Concerns	Current Solution	Proposed Solutions
Easy to use	High	Ability for users with little to no experience with the usage of desktop applications	See proposed solution	Provide large icons.
Easy to play game	High	Ability to play for users with no experience playing online games	See proposed solution	Provide a similar layout to original game
Easy to understand rules of game	Medium	Confusion for users with no knowledge of how to play Illuminati	See proposed solution	Provide a summary of original game rules in an easy to understand format
Configurable	low	Ability to change and customize functions based on different user needs	See proposed solution	Allow the virtual version to be modifiable

### ***3.8 Alternatives and Competition***

#### **3.8.1 Alternatives**

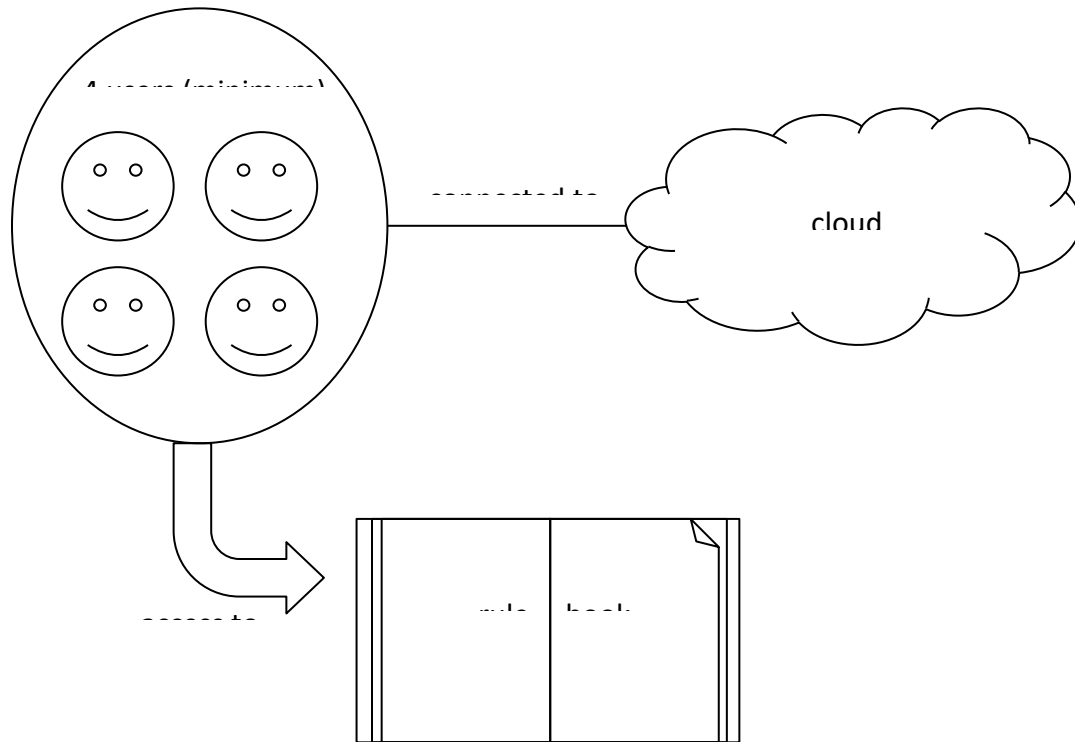
1. Illuminati: The Game of Conspiracy - the original physical board game
2. Illuminati Crime Lords - separate stand-alone game based on the Illuminati system
3. Illuminati: New World Order - trading card version of Illuminati

#### **3.8.2 Competition**

1. Other competing teams who are also developing a console version of Illuminati.
2. Other competing teams creating a mobile app of Illuminati

## 4 Product Overview

### 4.1 Product Perspective



### 4.2 Summary of Capabilities

Customer Benefits	Supporting Features
Access to game without purchasing physical copy	
Easier understanding of rules	Digitized tutorial of game rules

### 4.3 Assumptions and Dependencies

1. In playing this game online, it is assumed the user knows how to log onto a desktop.
2. The default and only language of the virtual game is US English. Ability to understand and play the game will depend on the user's ability to read and understand basic to proficient US English.

3. It is assumed that the user knows how to use a mouse and keyboard to navigate across a computer screen.
4. It is also assumed that the user is connected to an available network so they could play from anywhere they go.

#### ***4.4 Cost and Pricing***

Our version of Illuminati is free to play. No charges or fees apply.

#### ***4.5 Licensing and Installation***

No license or installation are required to play our version of Illuminati.

## 5 Product Features

### 5.1 System Features

- 1 Start application
- 2 Quit application
- 3 Game logic
- 4 Accept keyboard input
- 5 Move validation
- 6 In-game chat

### 5.2 Display Features

- 1 Digitized game rules and tutorial

## 6 Constraints

### 6.1 Time

1. 5 weeks to deliver documents and implementation of Illuminati

### 6.2 Usability

1. Adequate play of the game can depend on the age of the player.

### 6.3 Performance

1. Users may come across issues during gameplay if their internet connection is not strong enough, limiting their gaming experience.

## 7 Quality Ranges

Not yet applicable.

## 8 Precedence and Priority

Priority	Feature
High	Digitizing the game and game rules
Medium	Displaying cards with their features
Low	Making it flexible to different platforms

## **9 Other Product Requirements**

### ***9.1 Applicable Standards***

The virtual version of Illuminati follow the standards and rules of the original board game version.

### ***9.2 System Requirements***

The system must run on a desktop and be connected to the internet for multiplayer play. The game will require a mouse or touchpad, and keyboard.

### ***9.3 Performance Requirements***

None specified.

### ***9.4 Environmental Requirements***

None specified.

## **10 Documentation Requirements**

### ***10.1 User Manual***

A user manual detailing the rules and strategies of the game will be provided with the application. Please refer to the user manual for more information about gameplay.

### ***10.2 Project Plan***

A project plan that outlines the timelines expected for project completion. Includes all tasks.

### ***10.3 Use Cases/UML***

Use case that details every possible action that can be taken within the software; as well as, the outcomes of those actions.

### ***10.4 Test Plan***

Test plan document stems directly from use case document and gives a detailed description of the accuracy and correctness of each action.